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Black et al.(10) **Pub. No.: US 2021/0026588 A1**(43) **Pub. Date: Jan. 28, 2021**(54) **INTEGRATING AUDIENCE PARTICIPATION
CONTENT INTO VIRTUAL REALITY
CONTENT***G06F 3/0481* (2006.01)*G06F 3/0484* (2006.01)*G06F 3/0488* (2006.01)*G06T 19/00* (2006.01)(71) Applicant: **Sony Interactive Entertainment Inc.**,
Tokyo (JP)(52) **U.S. Cl.**CPC *G06F 3/147* (2013.01); *G06T 19/006*(2013.01); *A63F 13/5255* (2014.09); *A63F**13/26* (2014.09); *A63F 13/25* (2014.09); *A63F**13/213* (2014.09); *A63F 13/86* (2014.09);*A63F 13/212* (2014.09); *A63F 13/87*(2014.09); *G06F 1/163* (2013.01); *G06F**1/1637* (2013.01); *G06F 3/0481* (2013.01);*G06F 3/04845* (2013.01); *G06F 3/0488*(2013.01); *A63F 13/211* (2014.09)(21) Appl. No.: **17/069,832**(22) Filed: **Oct. 13, 2020****Related U.S. Application Data**(62) Division of application No. 15/472,226, filed on Mar.
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30, 2016.**Publication Classification**(51) **Int. Cl.***G06F 3/147* (2006.01)*A63F 13/211* (2006.01)*A63F 13/5255* (2006.01)*A63F 13/26* (2006.01)*A63F 13/25* (2006.01)*A63F 13/213* (2006.01)*A63F 13/86* (2006.01)*A63F 13/212* (2006.01)*A63F 13/87* (2006.01)*G06F 1/16* (2006.01)

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ABSTRACT

A computer-implemented method for processing operations for integrating audience participation content into virtual reality (VR) content presented by a head mounted display (HMD) of an HMD user is provided. The method includes providing a VR scene to the HMD of the HMD user and receiving indications from one or more spectator devices of respective one or more spectators. The indications corresponding to requests for audience participation content for participating in the VR scene. The method includes sending audience participation content to the one or more spectator devices. The audience participation content configured to be displayed on respective displays associated with the one or more spectator devices. The audience participation content further includes interactive content for obtaining spectator input from the one or more spectators via the one or more spectator devices, respectively. The method includes augmenting the VR scene based on the spectator inputs in response to the interactive content of the audience participation content.

